

INSTRUCTION BOOKLET





WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

JVC MUSICAL INDUSTRIES, INC AND LUCASARTS ENTERTAINMENT CO.

JVC Musical Industries, Inc. ("JVC") and LucasArts Entertainment Company ("LucasArts") warrant to the original purchaser of this JVC and LucasArts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This JVC and LucasArts software program is sold "as is," without express or implied warranty of any kind, and JVC and LucasArts are not liable for any losses or damages of any kind resulting from use of this program. JVC and LucasArts agree for a period of ninety (90) days to either repair or replace, at its option, free of charge, any JVC and LucasArts defective software product, postage paid, with proof of date of purchase, at its Customer Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability. To receive this warranty service:

- Return your defective Game Pak to the retailer.
- 2. For additional inquiries, contact:

JVC Musical Industries, Inc./LucasArts Entertainment Company Nintendo Game Pak Customer Service Center 3800 Barham Blvd., Suite 305 Los Angeles, CA 90068

Telephone: 213-878-0101

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the JVC and LucasArts software product has arisen through abuse, unreasonable use, mistreatment, or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE JVC AND LUCASARTS. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL LUCASARTS OR JVC BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Licensed by NINTENDO®

Super Empire Strikes Back game © 1993 LucasArts Entertainment Company. Star Wars is a registered trademark of Lucasfilm Ltd. The Empire Strikes Back is a trademark of Lucasfilm Ltd. All rights reserved. Used under authorization.



LICENSED BY



NINTENDO AND SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO® HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.® ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

CONGRATULATIONS!

You now own SUPER EMPIRE STRIKES BACK™ for the Super Nintendo Entertainment System. Before engaging in battle against the Imperial Forces and its sinister agent, Darth Vader, we suggest you read the following instructions. Good luck and may the Force be with you.

TABLE OF CONTENTS

1 1	M.	т	D.		\mathbf{n}	11	CI	11	\circ	м	-
	N		Π.	U	\mathbf{r}	u.	C 1		v	LN	-

H	O	W	TO	PL	AY	6
---	---	---	----	----	----	---

BEGINNING THE ACTION 7

T	н	F	C	0	N	T	R	O	L	5	8
		944	-	***			3.4	400	-		-

Gi	A	M	E	S	C	R	E	E	N	1	ı	0
----	---	---	---	---	---	---	---	---	---	---	---	---

SCORING SCREEN II

YOUR HEROES 12

YOUR VEHICLES 14

YOUR WEAPONS AND POWER-UPS 15

SOME OF THE LEVELS 18

SOME ENEMIES 20

SOME SUPER BOSSES 21



THE EMPIRE STRIKES BACK

It is a dark time for the Rebellion.
Although the Death Star has been destroyed, Imperial troops have driven the Rebel forces from their hidden base and pursued them across the galaxy.

Evading the dreaded Imperial Starfleet, a group of freedom fighters led by Luke Skywalker has established a new secret base on the remote ice world of Hoth.

The evil lord Darth Vader, obsessed with finding young Skywalker, has dispatched thousands of remote probes into the far reaches of space....

HOW TO PLAY

"SUPER EMPIRE STRIKES BACK" is a single-player action-arcade game which continues the struggle against the evil galactic Emperor and his servant Darth Vader, Lord of the Sith. In Super Star Wars," the Alliance successfully destroyed the Death Star. Now, from their new base on Hoth, they continue the fight against the vast Imperial forces.

You begin your adventure as Luke Skywalker, an aspiring Jedi Knight. On foot and on your Tauntaun, you battle through the icy caves and plains of Hoth, using your blaster and trusty lightsaber against roving creatures and the Wampa Ice Beast. Then, you jump in your snowspeeder to defend the Rebel base against advancing Imperial AT-AT Walkers. Next, as Han Solo, an intergalactic smuggler, you fight your way through the Rebels' Echo Base to get to the Millennium Falcon and escape the Emperor's attack. In the Falcon, you'll try to evade Imperial forces and beat the odds by seeking safety in a dangerous asteroid field. Then, as Luke, you'll travel to the remote planet, Dagobah, to seek the mysterious Jedi Master, Yoda, and learn the ways of the Force. Meanwhile, as Han or Chewbacca. Han's Wookiee companion, you head for Cloud City, high above the planet Bespin, in search of Han's old smuggling buddy, Lando Calrissian. Finally, as Luke, you also travel to Cloud City, battling towards an inevitable confrontation with the evil lord, Darth Vader.

This action-arcade game consists of many side-view and first-person levels. At the end of the side-view levels, you will confront a huge, ugly Super Boss. After defeating it you will advance to the next level. In the first-person levels, you pilot a vehicle and engage in battle against attacking enemies. After defeating a certain amount of enemies successfully you will advance to the next stage.

Be careful, your heroes have a limited amount of health, lives, and Force (as Luke). There are many items you can pick up, which will increase your health, life, weapon, and Force power.

BEGINNING THE ACTION

Insert the game pak into your Super NES. Turn on the power. At the title screen you have three choices: **Start Game**, **Options** and **Password**.



O Start Game: Press the Start button and get ready to plunge into the incredible Super Empire Strikes Back action adventure.

Options: Press the
Start button and it will
take you to the Option
screen. The Options are:
Difficulty, Sound
Mode, and Control Pad.
Use your Control Pad

up/down to move between these choices. Use your Control Pad left/right to cycle through the different sub-options of your selected choice.



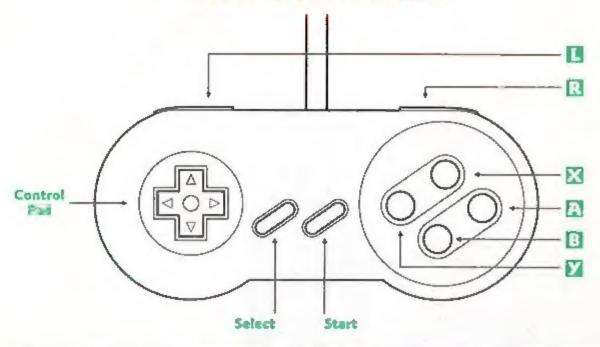
Difficulty: Choose a difficulty game level between Easy, Brave, and Jedi.

Sound Mode: You may play the game in Stereo or Mono.

Control Pad: This lets you cycle through various button control combinations.

② Password: Press the Start button and it will take you to the Password screen. Use your Control Pad up/down and left/right to select the characters for the password and press Start.

THE CONTROLS



Side-View Areas

Your heroes Luke Skywalker, Han Solo, and Chewbacca are very easy to control. Press the Control Pad in the direction you want to move. To use your blaster or lightsaber press the Control Pad and the Y button in the direction you want to fire. Holding the Fire button down and pressing the Control Pad will let you shoot in eight directions. Holding the Control Pad down and pressing the Fire button will let you run and shoot at the same time.

Start Button: Press to enter your choice from the option screen. Press to pause and begin during the game.

Control Pad: Press to move your hero and aim your shooting direction.

Press up or down to activate elevators.

Press up to enter caves and certain doors.

Y Button: Press to shoot. Hold down for rapid fire.

B Button: Press to jump.

X Button: Press to activate thermal detonators.

Activates Force power if selected (Luke only).

Activates thermal detonator if Force power is not selected (Luke only).

A Button: Press to change your weapon (Luke only).

Press for special moves (Han and Chewie).

L Button: Press to look down.

Special Button Combination

B Button Twice: Press B Button, then B Button again to activate SUPERJUMP.

Diagonal Down and B Button: Press Control Pad Diagonal Down and B

Button to slide or roll in the appropriate direction.

Down and **B Button:** Press Control Pad **Down** and **B Button** to drop down to lower platforms or dismount your Tauntaun.

Hold Y Button and **Control Pad:** Hold **Y Button** and use the **Control Pad** to shoot in all possible directions.

Press Control Pad and **Y Button:** Press **Control Pad** and use the **Y Button** to run and shoot at the same time.

Select Button and **L & R Buttons**: Press **Select** to bring up Force power menu and press **L** or **R** to cycle through Force Powers.

NOTE: The above button selections are the defaults for your controller. You may arrange these buttons yourself through the OPTION selection at the start of the game.

First-Person Levels

You are controlling a special vehicle, such as the snowspeeder, the Millennium Falcon, and the X-wing starfighter.

Start Button: Press to pause and begin during the game.

Control Pad: Press to move your vehicle in the appropriate direction.

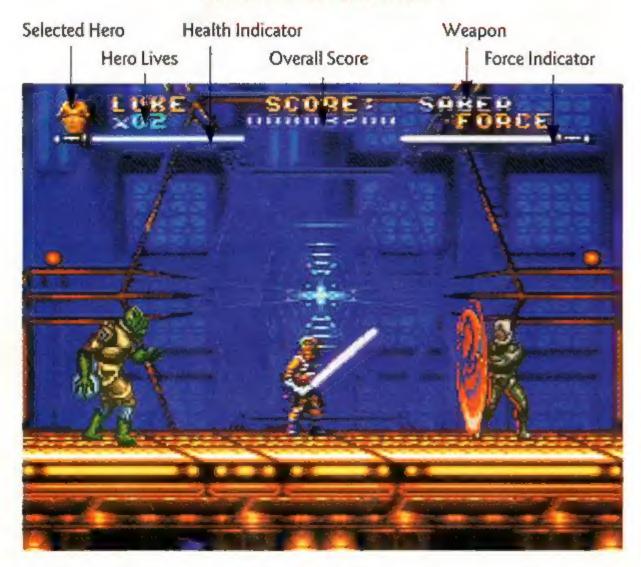
Y Button: Press to shoot. Hold down for rapid fire.

B Button: Press to use boosters on the snowspeeder and X-wing.

L Button: Press to fire left tow cable on the snowspeeder and left proton torpedo on the X-wing.

R Button: Press to fire right tow cable on the snowspeeder and right proton torpedo on the X-wing.

GAME SCREEN



Health Bar Indicator: By picking up "Health Sword" icons you will extend your overall Health Bar Indicator.

Force Bar Indicator: By picking up "Force Orb" icons you will increase your Force Power.

Score: Every time you destroy an enemy you will receive points which will be added immediately to your overall score list.

Note: Luke will be able to use the Force once he has been trained by the Jedi Master Yoda.

SCORING SCREEN



Force/Health Bonus: Bonus points for Force or Health remaining on completed level.

Life Bonus: Bonus points for hero lifes remaining.

YOUR HEROES

On each level, one of your heroes is dedicated to battling the forces of the Emperor. You will control your hero until you have completed that level.

LUKE SKYWALKER



LUKE'S LIGHTSABER ATTACKS



HAN SOLO



Standing W/Gun



Running W/Gun



Jumping W/Gun



Ducking W/Gun



Running Jumping



Rolling







Throwing Detonator



Superjump

CHEWBACCA



Standing W/Gun



Jumping W/Gun



Ducking W/Gun



Running



Jumping



Kashyyykian Spin



Superjump

YOUR VEHICLES



Snowspeeder



Millennium Falcon



X-wing

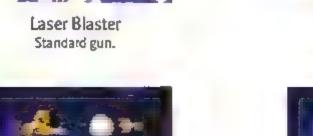


YOUR WEAPONS AND POWER-UPS

Your hero can power up his blaster by picking up the blaster icon. Once you have collected this icon, you will be able to shoot with a more powerful weapon, but you will lose your previous power-up weapon. If your hero dies, you will lose your blaster power-up and continue with your regular laser blaster.

If you are controlling Luke, you are also able to choose your lightsaber.





Proton Seeker
These Energy Protons will follow your enemy and destroy them.



Flame Blaster Eliminates your enemy with a fire blast.



Rapid Ion Gun Fires a powerful rapid Ion blast



Plasma Wave Blaster Launch it at your enemies and watch them get destroyed by a plasma wave blast



Plasma Shield
This Plasma shield will
protect you for a short
amount of time against
enemy hits



Thermal Detonators
Use these Thermal Detonators against your enemy and watch them be vaponzed by an energy blast



Health
Pick up these power-ups to
increase your health.



Force Orbs
Pick up to increase your overall Force power



Bonus
This will double the following item points you collect:



Health Sword

Pick up these items to increase your overall health bar indicator



Extra Life
This will add another life to your hero

FORCE POWER-UPS

There are many Force power-ups that Luke can collect and store to use later.



Health
Converts Luke's Force
Power to Health.



Elevation Luke can float.



Freeze Luke uses to freeze all enemies.



Invisible*
You become
invisible



Mind Control

Luke uses to confuse enemies
so they don't attack.



Deflect Luke deflects enemy shots



Super Lightsaber Luke can throw and control his lightsaber.



Anti-Motion*
Slows down enemies
and their bullets

Note To de-select your current Force Power, select the first con (the Rebel symbol) from your Force Power menu

SOME OF THE LEVELS

AREA I. HOTH







OUTSIDE AT-AT





ASTEROID FIELD



SNOWSPEEDER



INSIDE AT-AT

AREA 3. DAGOBAH



DAGOBAH

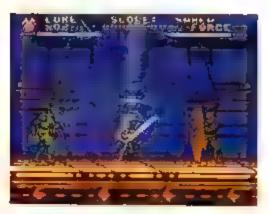
AREA 4. CLOUD CITY



CLOUD CITY



FACTORY



CARBON FREEZING CHAMBER



REACTOR

SOME ENEMIES



Hoth Hog



Ice Cat



Wampa



Gundarc



Helio



lgua-Jaw



Ugnaught



Dagle

BOUNTY HUNTERS



DENGAR



4-LOM



BOSSK



IG88

SNOW TROOPERS









SOME SUPER BOSSES

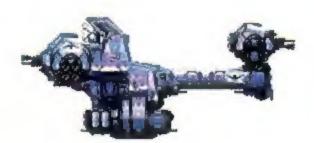
Imperial Probe



Ugharro Mining Crusher



Swamp Ceature Habogad



C-A-T (Combat Attack Transport)



Wampa Beast



GAME CREDITS

LucasArts Entertainment Company Team:

Direction and Design by

Kalani Streicher

Art Supervisor

Harrison Fong

Animation Supervisor

Jon Knoles

Art and Animation by

Harrison Fong

Jon Knoles

Paul Mica

Peter Chan

Leonard Robel

Associate Producer

Wayne Cline

Lead Tester

Brett Tosti

Marketing Manager

Mary Bihr

Public Relations Manager

Sue Seserman

Produced by

Kalani Streicher

Sculptured Software, Inc. Team:

Programmed by Peter Ward

and Ryan Ridges

Music and Sound-Effects

arranged and performed by

Paul Webb

Art and Animation by

Mike Lott

Chris Hawkes

Heinee Hinrichsen

Joel Izatt

Virginia Sargent

Additional Programming by

John Lund

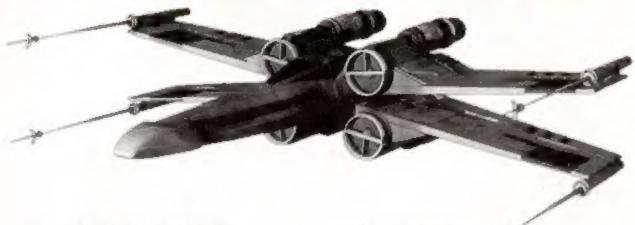
Steve Aguirre

Project Management by

Hal Rushton

Special Thanks to George Lucas

STAR WARS



Star Wars® for the NES®

Man the gunnery of the Millennium Falcon, rescue Princess Leia and pilot your very own X-wing down the trenches of the Death Star in this action-packed adventure based on the first Star Wars movie.

The Empire Strikes Back™ for the NES Fight your way past Imperial walkers, train with Yoda and face Darth Vader in a fight that requires skill, courage, and your quickest reflexes.

Super Star Wars for the Super NES® Rip through the desert in Luke's landspeeder and clash with Imperial Forces in this all new action/adventure game, complete with 3-D graphics and movie sound effects.

X-Wing for the IBM PC and 100% compatibles Pilot an X-wing, A-wing or Y-wing in over 50 missions against the Empire. Watch full screen cinematic sequences and hear sound effects and dialogue from the original movies. Limited game editions come with a free, photo-packed 96 page com-

panion book with technical ship details and an original Star Wars story.

Coming Soon. Rebel Assault™ for the IBM CD-ROM Dodge asteroids, maneuver through Beggar's Canyon, and ward off enemy starfighters in this action packed action/arcade game. This is the first LucasArts game to feature full motion video from the Star Wars movie and digitized speech throughout. Available fall of 1993.



Visit your local retailer or eall

1-800-STARWARS

to buy or reserve your game today!

Star Wars and The Empire Strikes Back are registered trademarks of Lucasfilm Ltd. Used under authorization. The games mentioned above are trademarks of LucasArts Entertainment Company. Nintendo and Super Nintendo are registered trademarks of Nintendo of America Inc. IBM is a registered trademark of International Business Machines. Inc.

For on-line tips to Super Empire Strikes Back call

1-900-740-JEDI

(1-900-740-5334) in the United States only. Each call costs 75 cents per minute. If you are under the age of eighteen, make sure you get your parents' permission before you call.



JVC Musical Industries, Inc. 3800 Barham Blvd. Suite 305 Los Angeles, CA 90068